

aggravation

The Classic Marble Race Game FOR 2 TO 6 PLAYERS/AGES 6 AND UP



WARNING: CHOKING HAZARD --

Game contains small balls.
Not for children under 3 years.

CONTENTS

Gameboard, 24 marbles, die

OBJECT

Be first to move all 4 of your marbles around the board from BASE to HOME.

SETUP

1. Choose 4 marbles of the same color and place them in the matching colored BASE. All players do the same.
2. Each player rolls the die. High roller goes first. Play then passes to the left.

HOW TO PLAY

On your turn: Roll the die and try to start or move one of your marbles. Whenever you roll a 6, take another turn.

STARTING A MARBLE

Before you can move a marble around the path, you must move it from your BASE into your START space (see Figure 1). You can start a marble *only* on a die roll of 1 or 6.



Figure 1

You rolled a 6, and started a marble by moving it to your START space. Now take another turn!

Once you've started a marble, you can move it on another turn. Only one marble at a time can occupy your START space.

MOVING YOUR MARBLES

Once you've started a marble, move it clockwise along the path the *full* die count, in the direction of the solid arrows. After you've started one or more marbles, whenever you roll a

1 or a 6 you can either *start* a marble, or *move* another one. (Remember: if you roll a 6 you get another turn!)

You can jump over an opponent's marble, counting it as one on your die roll. You can also land on an opponent's marble to "aggravate" it (see GETTING AGGRAVATED, below).

You *cannot* jump over or land on your own marble. If you can't move a marble the *full* die count because another one of your marbles is blocking it, then you can't move the blocked marble at all. If you can't move *any* of your marbles the full die count, leave them where they are. Your turn is over.

GETTING AGGRAVATED

If an opponent lands on one of your marbles by *exact* count, your marble is aggravated! Immediately return your marble to your BASE. Your opponent's marble moves into the space you gave up. You must "*start*" your aggravated marble again by rolling 1 or 6 on another turn.

Marbles can be aggravated on any space except in their BASE or HOME areas.

SHORTCUTS

You can use Star spaces and the Center space as optional shortcuts to your HOME area. But be careful — opponents can aggravate your marbles on these special spaces!

Star space shortcut:

Whenever your marble lands on a Star space by exact count, you can move it clockwise around the Star spaces on another turn, according to your die roll. Exit the Star spaces onto any path (preferably the one that leads to your HOME). Then keep moving along the path by any

remaining die count. Figure 2 shows how to use a Star space shortcut.

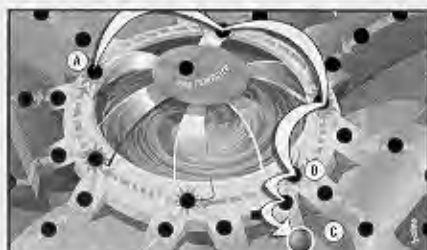


Figure 2

Your marble is in Star space A. You roll a 5 and move it 3 spaces to the Star space closest to your HOME (B). You then move it the remaining 2 spaces to space C.

Center space super-shortcut:

Whenever your marble lands on the Center space by *exact count*, you can use it as a super-shortcut to any Star space. (You can also move from a Star space to the Center space by rolling 1.)

Once you land on the Center space, the only way out is to roll a 1 on another turn. Exit the Center space on any Star space (preferably the one closest to your HOME). Figure 3 shows an example of using the Center space super-shortcut.



Figure 3

Your marble is in space A. You roll a 3 and move it 3 spaces into the Center space (B). On another turn, you roll a 1 and move the marble to the Star space (C) closest to your HOME area.

GETTING YOUR MARBLES HOME

To get a marble HOME, you must move it to any one of the 4 spaces in your HOME area (connected by the dotted arrow) by *exact count*. When moving your marbles HOME, remember that you can't jump over your own marbles, and that you must move a marble the full die count!

Figure 4 shows an example of getting a marble HOME.



Figure 4

Your marble is in space A. You roll a 3 and move it into an empty space in your HOME area (B).

HOW TO WIN

Be the first player to move all 4 of your marbles safely into your HOME area, and you win the game!

TEAM PLAY

For 4 players (2 players per team):

Your partner sits opposite you. The rules are the same, except:

- You can jump over your partner's marbles; if you land on your partner's marble, you "aggravate" it!
- If you get all 4 of your marbles HOME, continue to roll the die on your turn. Your partner moves his or her marbles according to your die rolls. To win, get all 8 marbles HOME before the other team does!

For 6 players (3 players per team):

Teammates sit alternately around the gameboard. The rules are the same as for the 4-player team game, except: if you're the first on your team to get all 4 marbles HOME, you must declare, before rolling the die on each turn, which teammate will move according to your die roll. The team who gets all of their marbles HOME first wins!

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, L'Orignal, Quebec J4H 3X6.



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